

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	129	camera same (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle) with (photo or photograph or photographic or picture)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:41
L2	0	camera same (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle) with (photo or photograph or photographic or picture) same (interpolate or interpolated or interpolating) with (image or drawing or sketch or photo or picture or graphic or photograph)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:41
L3	0	camera same (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle) with (photo or photograph or photographic or picture) and (interpolate or interpolated or interpolating) with (image or drawing or sketch or photo or picture or graphic or photograph)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:42
L4	0	camera same (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle) with (photo or photograph or photographic or picture) and (interpolate or interpolated or interpolating)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:42
L5	3	camera and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle) with (photo or photograph or photographic or picture) and (interpolate or interpolated or interpolating) with (image or drawing or sketch or photo or picture or graphic or photograph)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:43

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L6	4	camera and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle) with (photo or photograph or photographic or picture) and (interpolate or interpolated or interpolating)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:42
L7	1	6 not 5	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:43
L8	4	camera and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle) with (photo or photograph or photographic or picture) and (interpolate or interpolated or interpolating) same (image or drawing or sketch or photo or picture or graphic or photograph)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:44
L9	0	8 not 6	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:43
L10	7	camera and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle or outline) with (photo or photograph or photographic or picture) and (interpolate or interpolated or interpolating) same (image or drawing or sketch or photo or picture or graphic or photograph)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:45
L11	3	10 not 8	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:44

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L12	10	camera and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle or outline) with (photo or photograph or photographic or picture) and (interpolate or interpolated or interpolating)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:45
L13	3	12 not 10	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:45
L14	11	(camera or ((video or digitizer or (image near3 (input or inputting))) same (mobile or portable or handheld))) and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle or outline) with (photo or photograph or photographic or picture) and (interpolate or interpolated or interpolating)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:49
L15	1	14 not 12	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:48
L16	19	(camera or (video or digitizer or (image near3 (input or inputting)))) and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle or outline) with (photo or photograph or photographic or picture) and (interpolate or interpolated or interpolating)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:50
L17	8	16 not 14	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:49

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L18	425	(camera or (video or digitizer or (image near3 (input or inputting)))) and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle or outline) with (photo or photograph or photographic or picture)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:50
L19	31	(camera or (video or digitizer or (image near3 (input or inputting)))) and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle or outline) with (photo or photograph or photographic or picture) and ((low adj pass) or lowpass or frequency) with filter	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:54
L20	0	396/661.ccls. and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle or outline) with (photo or photograph or photographic or picture) and ((low adj pass) or lowpass or frequency) with filter	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:55
L21	0	396/661.ccls. and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) same (drawing or sketch or doodle or outline) same (photo or photograph or photographic or picture) and ((low adj pass) or lowpass or frequency) with filter	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:56
L22	22	396/661.ccls. and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) same (drawing or sketch or doodle or outline) same (photo or photograph or photographic or picture)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:57

## EAST Search History

L23	0	396/1-210.ccls. and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle or outline) with (photo or photograph or photographic or picture) and ((low adj pass) or lowpass or frequency) with filter	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:59
L24	4	396/1-210.ccls. and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) same (drawing or sketch or doodle or outline) same (photo or photograph or photographic or picture) and ((low adj pass) or lowpass or frequency) with filter	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:59
L25	447	396/1-210.ccls. and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) same (drawing or sketch or doodle or outline) same (photo or photograph or photographic or picture)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:57
L26	2	396/1-210.ccls. and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) same (drawing or sketch or doodle or outline) same (photo or photograph or photographic or picture) and (interpolate or interpolating or interpolated)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 01:00
L27	2	396/211-333.ccls. and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) with (drawing or sketch or doodle or outline) with (photo or photograph or photographic or picture) and ((low adj pass) or lowpass or frequency) with filter	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 00:59
L28	9	396/210-333.ccls. and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) same (drawing or sketch or doodle or outline) same (photo or photograph or photographic or picture) and ((low adj pass) or lowpass or frequency) with filter	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 01:00

## EAST Search History

L29	1	396/211-333.ccls. and (superimpose or superimposed or superimposing or merge or merging or merged or combine or combining or combined) same (drawing or sketch or doodle or outline) same (photo or photograph or photographic or picture) and (interpolate or interpolating or interpolated)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/01/22 01:00
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The **line-drawing** is interpolated in the **interpolation** circuit and the image ... image having **superimposed** the first image (having the high **spatial frequency** ...  
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We control a robot from image information obtained from a **camera**. ... oriented, and **spatial frequency** selective **filters** at corresponding points in two faces ...  
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It is not possible to subsume this **filter** in the Fourier-von Mises image model, ... image representations in the space and **spatial-frequency** domains. ...  
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(Note that unlike **spatial frequency**, the denser the measurements, ... as the negative x axis because this image was taken with the **camera** on its side. ...  
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The **filter** should have a bandwidth at least large enough to include the maximum frequency of the noiseless information, as modified by the **camera's** optics, ...

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### [PDF] Volume Visualisation Via Variable-Detail Non-Photorealistic ...

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Low sampling rates require paying careful attention to **interpolation**. ... Smooth the image with a Gaussian **filter** to reduce image details. ...

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### Z. Preamble 1. Introduction This is the twenty-first in a series ...

R.S. Thau, Illuminant precompensation for texture discrimination using **filters**, IUW, 179-184. 1282. J. Krumm and S.A. Shafer, Local **spatial frequency** ...

[fas.sfu.ca:70/0/cs/people/Faculty/Li/personal/Rosenfeld/1990/1990](http://fas.sfu.ca:70/0/cs/people/Faculty/Li/personal/Rosenfeld/1990/1990) - 311k -

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airphoto: A **photograph** taken vertically from the air. Any type of **camera** may be used, ... **spatial frequency** components for subsequent analysis or filtering. ...

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### [PDF] Reference Manual: Glossary

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airphoto: A **photograph** taken vertically from the air. Any type of **camera** may be used, ... removing unwanted **spatial frequency** components in an image. ...

[www.microimages.com/refman/glossary.pdf](http://www.microimages.com/refman/glossary.pdf) - Similar pages

### [PDF] Image Measurement and Analysis Lab (formerly tnmage)

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depth of **camera** image, in bytes/pixel. default\_depth 3. # default post-processing command or macro name. default\_post\_command **filter** 1 1 10. Here is the ...

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### G GLOSSARY

Bilinear **interpolation** is used in resampling a raster object to create a new raster ... and removing unwanted **spatial frequency** components in an image. ...

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**Spatial Frequency**. Response. Frequency Response of Gaussian **Filter**. Figure 10.8: Frequency responses of Box (i.e. mean) filter (width 7 pixels) and Gaussian ...

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### [PDF] User Manual for IDEA 1.7

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This way, by setting the scale factor to 1, one can **interpolate** missing data. ... It includes complex **spatial frequency** data in the so called packed ...

[www.optics.tugraz.at/idea/Manual\\_IDEA17.pdf](http://www.optics.tugraz.at/idea/Manual_IDEA17.pdf) - Similar pages

### [PDF] KEYBLOCK : AN APPROACH FOR CONTENT-BASED IMAGE RETRIEVAL

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Galerkin method to **interpolate** the shape surface to get a positive definite matrix. ...





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### 1 [Spatial augmented reality: Modern approaches to augmented reality](#)



Oliver Bimber, Ramesh Raskar

July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06****Publisher:** ACM PressFull text available: [pdf\(2.45 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

This tutorial discusses the Spatial Augmented Reality (SAR) concept, its advantages and limitations. It will present examples of state-of-the-art display configurations, appropriate real-time rendering techniques, details about hardware and software implementations, and current areas of application. Specifically, it will describe techniques for optical combination using single/multiple spatially aligned mirror-beam splitters, image sources, transparent screens and optical holograms. Furthermore, ...

### 2 [Facial modeling and animation](#)



Jörg Haber, Demetri Terzopoulos

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04****Publisher:** ACM PressFull text available: [pdf\(18.15 MB\)](#) Additional Information: [full citation](#), [abstract](#)

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

### 3 [Status report of the graphic standards planning committee](#)



Computer Graphics staff

August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3**Publisher:** ACM PressFull text available: [pdf\(15.01 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#)

4

[Computational photography: Non-photorealistic camera: depth edge detection and stylized rendering using multi-flash imaging](#)



Ramesh Raskar, Rogerio Feris, Jingyi Yu, Matthew Turk  
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

**Publisher:** ACM Press

Full text available: [pdf\(288.75 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

We present a non-photorealistic rendering approach to capture and convey shape features of real-world scenes. We use a camera with multiple flashes that are strategically positioned to cast shadows along depth discontinuities in the scene. The projective-geometric relationship of the camera-flash setup is then exploited to detect depth discontinuities and distinguish them from intensity edges due to material discontinuities. We introduce depiction methods that utilize the detected edge features t ...

## 5 [Projectors: advanced graphics and vision techniques](#)



Ramesh Raskar  
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: [pdf\(6.53 MB\)](#) Additional Information: [full citation](#)

## 6 [Computational Approaches to Image Understanding](#)



Michael Brady  
March 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 1

**Publisher:** ACM Press

Full text available: [pdf\(10.04 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

## 7 [Spatial augmented reality: Superimposing pictorial artwork with projected imagery](#)



Oliver Bimber, Franz Coriand, Alexander Kleppe, Erich Bruns, Stefanie Zollmann, Tobias Langlotz  
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

**Publisher:** ACM Press

Full text available: [pdf\(868.61 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Working high above the floor of the Sistine Chapel in the Vatican of Rome, between 1509 and 1512 Michelangelo Buonarroti painted some of the finest pictorial images of all time. On the ceiling of the papal chapel, he created a masterpiece fresco that includes nine scenes from the book of Genesis. Among them is the famous *Creation of Adam* scene---showing God touching Adam's hand. In 1510, an initial study led Michelangelo to draw the Adam figure as a sanguine on a piece of paper. To ...

## 8 [Interactive local adjustment of tonal values](#)



Dani Lischinski, Zeev Farbman, Matt Uyttendaele, Richard Szeliski  
July 2006 **ACM Transactions on Graphics (TOG)**, **ACM SIGGRAPH 2006 Papers SIGGRAPH '06**, Volume 25 Issue 3

**Publisher:** ACM Press

Full text available: [pdf\(634.14 KB\)](#) [mov\(22:25 MIN\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a new interactive tool for making local adjustments of tonal values and other visual parameters in an image. Rather than carefully selecting regions or hand-painting layer masks, the user quickly indicates regions of interest by drawing a few simple brush strokes and then uses sliders to adjust the brightness, contrast, and other parameters in these regions. The effects of the user's sparse set of constraints are interpolated to the entire image using an edge-preserving energy ...

**Keywords:** digital darkroom, high dynamic range imaging, image editing, stroke-based interface, tonal adjustment, tone mapping

## 9 Computational strategies for object recognition



Paul Suetens, Pascal Fua, Andrew J. Hanson

March 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 1

**Publisher:** ACM Press

Full text available: pdf(6.37 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This article reviews the available methods for automated identification of objects in digital images. The techniques are classified into groups according to the nature of the computational strategy used. Four classes are proposed: (1) the simplest strategies, which work on data appropriate for feature vector classification, (2) methods that match models to symbolic data structures for situations involving reliable data and complex models, (3) approaches that fit models to the photometry and ...

**Keywords:** image understanding, model-based vision, object recognition

## 10 The elements of nature: interactive and realistic techniques



Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: pdf(17.65 MB)

Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

## 11 High resolution virtual reality



Michael Deering

July 1992 **ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual conference on Computer graphics and interactive techniques SIGGRAPH '92**, Volume 26 Issue 2

**Publisher:** ACM Press

Full text available: pdf(4.27 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** head-tracking, stereoscopic display, virtual reality

## 12 Point-based computer graphics



Marc Alexa, Markus Gross, Mark Pauly, Hanspeter Pfister, Marc Stamminger, Matthias Zwicker

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: pdf(8.94 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#)

This course introduces points as a powerful and versatile graphics primitive. Speakers

present their latest concepts for the acquisition, representation, modeling, processing, and rendering of point sampled geometry along with applications and research directions. We describe algorithms and discuss current problems and limitations, covering important aspects of point based graphics.

### 13 GPGPU: general purpose computation on graphics hardware



David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: [pdf\(63.03 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

### 14 Look: MultiView: spatially faithful group video conferencing



David Nguyen, John Canny

April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems CHI '05**

**Publisher:** ACM Press

Full text available: [pdf\(1.89 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

MultiView is a new video conferencing system that supports collaboration between remote *groups* of people. MultiView accomplishes this by being *spatially faithful*. As a result, MultiView preserves a myriad of nonverbal cues, including gaze and gesture, in a way that should improve communication. Previous systems fail to support many of these cues because a single camera perspective warps spatial characteristics in group-to-group meetings. In this paper, we present a formal defini ...

**Keywords:** deixis, eye contact, gaze, spatial faithfulness, video conferencing

### 15 High dynamic range imaging



Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

**Publisher:** ACM Press

Full text available: [pdf\(20.22 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

### 16 Perceptually-supported image editing of text and graphics



Eric Saund, David Fleet, Daniel Lerner, James Mahoney

November 2003 **Proceedings of the 16th annual ACM symposium on User interface software and technology UIST '03**

**Publisher:** ACM Press


Full text available: [pdf\(1.42 MB\)](#) [wmv\(3:16 MIN\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

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This paper presents a novel image editing program emphasizing easy selection and manipulation of material found in informal, casual documents such as sketches, handwritten notes, whiteboard images, screen snapshots, and scanned documents. The program, called *ScanScribe*, offers four significant advances. First, it presents a new, intuitive model for maintaining image objects and groups, along with underlying logic for updating these in the course of an editing session. Second, ScanScribe t ...

**Keywords:** WYPIWYG, bitmap image, foreground/background, lattice grouping, perceptual document editing, rough document, scanscribe

## 17 [Image-based modeling and photo editing](#)

 Byong Mok Oh, Max Chen, Julie Dorsey, Frédo Durand  
August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques SIGGRAPH '01**  
**Publisher:** ACM Press

Full text available:  [pdf\(4.01 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present an image-based modeling and editing system that takes a single photo as input. We represent a scene as a layered collection of depth images, where each pixel encodes both color and depth. Starting from an input image, we employ a suite of user-assisted techniques, based on a painting metaphor, to assign depths and extract layers. We introduce two specific editing operations. The first, a "clone brushing tool," permits the distortion-free copying of parts of a picture, b ...


## 18 [Photographing long scenes with multi-viewpoint panoramas](#)

 Aseem Agarwala, Maneesh Agrawala, Michael Cohen, David Salesin, Richard Szeliski  
July 2006 **ACM Transactions on Graphics (TOG) , ACM SIGGRAPH 2006 Papers SIGGRAPH '06**, Volume 25 Issue 3  
**Publisher:** ACM Press

Full text available:  [pdf\(3.41 MB\)](#)  [mov\(21:15 MIN\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


We present a system for producing multi-viewpoint panoramas of long, roughly planar scenes, such as the facades of buildings along a city street, from a relatively sparse set of photographs captured with a handheld still camera that is moved along the scene. Our work is a significant departure from previous methods for creating multi-viewpoint panoramas, which composite thin vertical strips from a video sequence captured by a translating video camera, in that the resulting panoramas are composed ...


## 19 [A demonstrated optical tracker with scalable work area for head-mounted display systems](#)

 Mark Ward, Ronald Azuma, Robert Bennett, Stefan Gottschalk, Henry Fuchs  
June 1992 **Proceedings of the 1992 symposium on Interactive 3D graphics SI3D '92**  
**Publisher:** ACM Press

Full text available:  [pdf\(1.37 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

## 20 [An interactive introduction to OpenGL programming](#)

 Dave Shreiner, Ed Angel, Vicki Shreiner  
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**  
**Publisher:** ACM Press

Full text available:  [pdf\(3.35 MB\)](#) Additional Information: [full citation](#), [abstract](#)

"An Interactive Introduction to OpenGL Programming" provides an overview of the OpenGL Application Programming Interface (API), a library of subroutines for drawing three-dimensional objects and images on a computer. After the completion of the course, a programmer able to write simple programs in the "C" language will be able to create an OpenGL application that has moving 3D objects that look like they are being lit by lights in the scene and by specifying colors or images that should be used ...

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